SNSP-ASDP-EUR

INSTRUCTION BOOKLET

TM

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

PSYGNOSIS

Archer Maclean's SUPER dropzone

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Archer Maclean's SUPER dropzone

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1. SUPER DROPZONE MISSION BRIEFING

THEN.... It was 10 years ago that the devastating robot wars of 2084 caused mankind to seek out new sources of minerals and fuel on other planets in the solar system. The first source located was on Jupiters moon IO, because way back in the 1980's we discovered active volcanoes throwing up vast quantities of enriched ore from deep within the moons core. Thus a handful of brave men were despatched to IO to mine the planet and send the valuable minerals back to earth. But shortly after their arrival, a previously unknown alien intelligence on Jupiter, decided to rid the human invaders plundering their moon. So they despatched wave upon wave of there most hostile fighting machines imaginable to wipe us out.

Meanwhile the men had built a single survival colony with a large Dropzone landing pad alongside, and installed a planet stabiliser to prevent the volcanoes from erupting. All the men would roam around the hostile volcanic surface of IO in protective Envirpods searching for its valuable mineral deposits. Your original mission was to protect them, as well as pick them up one by one and return to the Dropzone. You were equipped with a jet powered back pack with an awesome pulse laser gun.

NOW.... However, its now 2095 and we have survived for over 10 years. We have managed to establish a base on 3 more of Jupiters moons, known as Callisto, Ganymede and the ice moon Europa. We are slowly winning the battle in the hope that we will one day defeat the aliens command center on Jupiter and return to our home planet Earth as heroic space warriors with our valuable cargo.

You now have a heavily uprated Back Pack with a range of massively powerful weapons and a limited duration indestructible cloaking device, for use when dealing with difficult situations. The aliens have got nastier too. They have multiplied considerably and have evolved into many forms, each more relentless and hostile than ever before.

YOUR MISSION starts on IO. You must protect and rescue the ten

men assigned to each moon, and destroy all aliens you encounter. The level ends when all aliens are destroyed and all the remaining men have been safely taken back to the Dropzone. Failure to keep at least one man alive on the surface or in the Dropzone base, will result in the volcano stabiliser becoming disfunctional causing massive eruptions all over the moonscape, making your survival onto the next moon much more difficult. On each level you must collect the Bonuses and Powerups to get the special weapons, vital to your survival. There are ten levels of action per moon followed by a final planet guardian. If you get past that you will warp on to the next moon. If you defeat all the aliens on all four moons you will end up on Jupiter itself, where you will face one almighty final onslaught and the mother of all planet guardians. If you survive past all of this you will have earned your reward of being trans-warped back home to our beautifull blue earth, 500 million miles away.

2. GETTING STARTED

- Make sure your Super NES is switched off.
- Make sure a control pad is plugged into pot labelled '1' on the control deck.
- Insert the Super Dropzone game pak into your Super NES. Press firmly to lock the Game Pak in place.
- Turn the power switch to ON. An intro sequence will begin automatically.

WARNING:-Never try to insert or remove a Game Pak when the power is ON.

3. OPTIONS AND PASSCODES

Once the intro sequence has finished you will be given the choice of two options:-

- Press the start button to begin the game at Wave One.
- Press the select button to go into the options menu.

On the Options menu use the joypad to move up and down through the available choices.

START NEW GAME

If you highlight this option, pressing Start will begin the game.

PASSCODE

This allows you to begin playing the game at a certain level - provided you tap in the correct code. If you enter an incorrect code, any previously set functions will be disabled. To enter a code use the joypad to move the cursor left and right. Then use the X (blue) button to select a higher number and the B (yellow) button to select a lower number. When you have entered all the digits for your code, highlight the START NEW GAME option and press the start button. If the code is a valid one, it will remain active until the machine is switched off, or another overriding code is entered. Passcodes will be given out after every 5th level of the game that you manage to get to.

Archer Maclean's SUPER dropzone

NUMBERS OF PLAYERS

Use the X (blue) and B (yellow) buttons to select between 1 to 4 players.

NUMBER OF CONTROL PADS

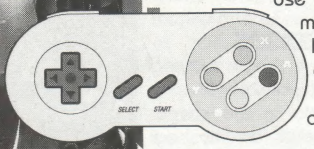
Use the X (blue) and B (yellow) buttons to select the number of control pads to be used.

DISPLAY HALL OF FAME

Select this and press start to view the Hall of Fame, which records the days best scores. Press start again to return to the options screen.

4. CONTROLLING THE GAME

JOYPAD



Use the joypad to move yourself left,right,up and down. This also controls the direction of fire.

SELECT

Press this to access the options screen between games

START

This begins the game, or if a game is already in progress, pressing this freezes the game. To continue the game press start again.

THE L AND R BUTTONS ON TOP EDGE OF CONTROLLER

Press these during the game to select which special weapon that you want to use, if available. The information panel shows which weapon has been selected.

A (RED) BUTTON

Fires the Pulse laser cannon. If the automatic multiple fire laser cannon is being used, just hold the button down continuously.

Y (GREEN) BUTTON

Switches the cloaking device on or off (if there is enough cloak energy left)

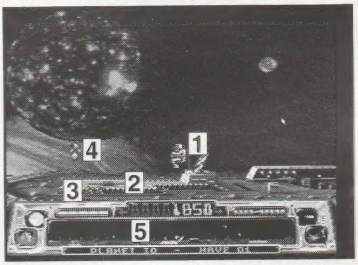
X (BLUE) BUTTON

For use with special weapons. If you have selected homing missiles, pressing this will release one missile at a time. If you have selected the rotamace, then this will turn it on or off.

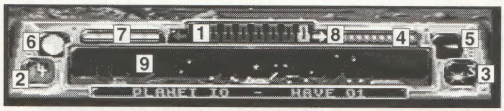
B (YELLOW) BUTTON

This is for releasing a planet shaking Strata Bomb to wipe out most enemies in your immediate vicinity.

THE MAIN SCREEN DISPLAY



1. the main character with his back pack space suit on.
2. the Dropzone itself
3. a Man in his Enviropod on the moons surface
4. planter with Android spider egg lowering onto moons surface
5. the main information panel and Scanner.



1. score display / pause display
2. remaining lives
3. remaining Strata Bombs
4. remaining Envirpods that need rescuing and transported back to the Dropzone
5. special weapon selector showing currently chosen weapon
6. remaining energy level of activated special weapon
7. remaining cloak energy level
8 direction indicator of nearest Planter with Android egg attacking a Man in his Enviropod.
9. scanner of whole of moonscape to your left and right

SCANNER

The scanner is the most important information area you have. It shows a constantly updated picture of what is happening elsewhere on the moonscape to your left and right. You are always shown in the middle of the scanner, with everything relative to your position.

5. STRUCTURE OF GAME

The game is spread over the four main moons of Jupiter, starting with IO, then Callisto, Ganymede, and Europa, with a final level on Jupiter itself. You will start of with 4 lives, 3 strata bombs, full cloak energy, the normal pulse laser cannon, and no special weapons. You must earn special weapons and bonuses, although you will get a bonus life and strata bomb for each 10,000 points scored. Bonus points are awarded too skillful players, based on how many men you rescue per wave, and how many survive each new level, and your cloak energy will be replenished at the end of each level as well. Every 3 waves you will have a special level which features predominantly one type of alien, which will allow you to learn that aliens characteristics. At the end of the 10th level on each moon you will have a planet guardian to fight. These are destroyed by multiple shots to the glowing green nerve centre that will be momentarily exposed as they move about. Once this is destroyed you will go through a warp stage that will take you across space to the next moon, where a similar level plan awaits you. However things will become more and more furious throughout the game, and you will need the use of your cloak and special weapons more and more.

AT THE START OF EACH LEVEL

At the start of each wave all the remaining humans in the Dropzone moonbase, will be seized by a tractor beam and beamed up into a leader enemy hovering high above the moons surface. This will then lower into view and before the game can proceed you must destroy this leader to release all the men in their Enviropods. Leaders have to be destroyed stage by stage,

and may even take a few strata bombs to destroy. As you shoot them, they will occasionally release bonus or special weapons discs. You must quickly collect these within a few seconds before they vanish. Any special weapons earned will remain with you for the rest of the level, or until you use them up. Once a Leader is destroyed, all the captured men in the Enviropods will be thrown out onto the surface of the moon, and the main attack sequence of the marauding aliens begins in earnest. Some aliens will drift harmlessly along, just getting in your way, others will seek you out and try to collide with you or shoot back at you. The Planters in particular will lower an Android spider egg onto the moons surface, which a few seconds later hatches into an Android spider. These spiders chase after the men roaming around the moons surface, and the planter mutates into a red Nemesite which simply homes in on you where ever you are. When a planter starts this sequence you will hear a whistle for help from the man being targeted. You must then use the attack direction arrow in the information panel to go and rescue the helpless man before he is destroyed. You will earn bonus points for shooting an Android spider egg as it is being planted on the moons surface, as well as additional points for each man that survives the whole attack wave. The men should ideally be rescued one by one and dropped off on the Dropzone for relative safety, although if all the men have been rescued the planters can still cause trouble by invading the moonbase instead. If all the men perish, the volcanic stabiliser system stops working and the moons surface becomes a very dangerous place to be, as all the volcanoes erupt red hot magma lumps and all the remaining planters turn into bouncing anti matter orbs.

6. WEAPONRY AND POWERUPS

You have at your disposal enough firepower to knockout half the solar system and with correct use it should enable you to reach the final stages of the game and conquer all aliens. You start off with a standard issue manually operated pulse laser cannon, a full energy pack for the cloak and 3 strata bombs. All other weapons can only be obtained by collecting bonuses and powerups released by certain aliens upon destruction.

BONUSES AND POWERUPS

Throughout the game there will be enemies that on destruction will release bonus and powerup discs onto the moons surface. Each has a letter on it to indicate the type of bonus it is. C is for extra cloak energy, B is for increased jet pack boost, R is for a rotamace weapon, M is for multiple fire heavy duty laser cannon, H is for a homing missile pack (really called Hitiles because they will always destroy something), S is for extra strata bombs.

THE CLOAK

You can use your cloaking device to make you momentarily indestructible, although this only lasts a short while as indicated in the information panel. You cannot pick up bonuses or the men when it is in use. But you can replenish the cloak energy by collecting the bonus powerup with a 'C' on it.

STRATA BOMBS

These emergency use weapons when released disrupt the molecules of just about everything in sight. You and the men in their envirpods, or anyone you are carrying, will survive. Occasionally a few aliens will survive, such as the smaller aliens that spring out when a bigger one is attacked, and also the trailers from spores.

MULTIPLE FIRE LASER CANNON

This is a fully automatic self reloading wide band laser cannon capable of knocking out the most irritating aliens, just keep your finger on the trigger.

ROTAMACE

This is a twin axis rotating space mace which constantly rotates around you pulverising anything stupid enough to get in its way. You can even fire your pulse laser at the same time, making you one mean machine. But watch out it only last so long, as shown by the decreasing meter display in the information panel.

HOMING MISSILES

If you have selected these, you are in for a treat and any aliens within sight are history. They are small dense orbs of fusion plasma which circle around you waiting for an unsuspecting alien to loom into view, once they have locked onto their target nothing will stop them. But you only get so many, so keep an eye on the decreasing count meter in the information panel.

BOOSTER PACK

This gives your back pack rocket thruster a supercharged boost so powerful, that it automatically engages the cloak when in use to stop you smashing head first into oncoming trouble. You can use it to get out of trouble or to quickly get to the other side of the moon to protect a man being attacked.

AUTOMATIC WARNING SYSTEM

This is a back pack computer function which verbally warns you of approaching aliens that you might not have seen. It will shout 'INCOMING' when a fast moving Nemesite enters the screen, or 'PULSE BOMB PRIMED' when a pulse bomb has been triggered off elsewhere around the moon.

7. THE ALIENS

PLANTERS AND ANDROID SPIDERS

Planters drift along through the space rising up and down over volcanoes and the Dropzone moonbase. Occasionally they stop over a man wandering around the moonscape below and decide to attack him. At this point a whistle for help signals the attack beginning. Check the

scanner and the attack direction arrow for where the attack is. The Planter then lowers an Android Spider Egg onto the surface. If you manage to destroy the planter as it is lowering the Egg and then shoot the Egg as it falls to the surface, you get a 500 point bonus. If you don't then the planter deposits the egg and transforms into a crazy red Nemesite intent on charging at you, whilst the egg hatches out into an Android spider which then scrambles along towards the targeted man.

NEMESITES

These are the mutations of Planters after they have dropped off an Android spider egg. They move fast and get harder to hit as the game progresses. Its better to get them before they drop the egg. When a nemesite has moved into view you will hear your Automatic Warning System shout out 'INCOMING' just to make sure you know that trouble has arrived.

SPORES

These are fairly harmless until they are triggered by one of your weapons. They then split into 4 trailers.

TRAILERS

These are released from Spores, and generally wriggle around all over the place causing a nuisance.

NMEYES [PRONOUNCED N-M-I]

Nmeyes are very fast hunter killer missiles sent in to interrupt your game play if you have taken too long to complete each attack wave. They move erratically and can out accelerate you. They also spit bombs out at you. You are better off being more efficient and not letting them arrive in the first place.

If you have rescued all men out on the surface in their enviropods and all other enemies have been destroyed, the wave will end, even if there is an Nmeye still active and in hot pursuit.

BLUNDERSTORMS

Blunderstorms are an enviromental hazard on all of Jupiters moons. They either rain down molecular acid beneath them which you can't pass through without being dissolved, or they drift along, occasionally rumbling different colors then release an intense bolt of proton lightning.

ANTI-MATTER ORBS

If you haven't done a very good job protecting the men and they all get destroyed, the volcanic stabilisation system becomes unstable. All planters mutate into anti-matter orbs bouncing erratically, and all the volcanoes erupt.

VOLCANIC MAGMA LUMPS

If the moon has become unstable, the volcanoes spit out red hot lumps of magma rock and larva which will cause you to overheat and blow up on contact. So its best to not let the moon become unstable in the first place.

CLUSTERS

These are rotating metallic mine laying aliens. They manufacture and release a curtain of mines which slowly fall to the surface blocking your path.

SPIKES

Spikes are old fashioned and fairly harmless alien weapons. They just drift along spinning around as they go. But if you destroy one with a couple of blasts from your laser cannon, it releases a Dart bomb, which is quite slow moving but will deliberately home in on you.

WEAVERS

Weavers are a complex mass of elliptically rotating shells orbiting a central bonus disc. They must be destroyed by taking out every shell, before the bonus can be collected.

PULSE BOMBS

Pulse bombs simply trigger themselves off when you are nearby. They count down to zero as shown in their middle. When they blow, they radiate fire balls in all directions taking everything with them. If you destroy them first they release a special weapon disc. When they start their count down sequence your Automatic Warning System will verbally announce 'PULSE BOMB PRIMED'.

DARTS

These are released upon destruction of a Spike. They will slowly but surely home in on you where ever you are, and generally be a pest. Its best to zap them whilst they are nearby, as they aren't that hard to hit.

THE LEADER ENEMIES

PODS , RINGERS, AND PLASMOIDS

Leader enemies are present at the start of each wave. They use a tractor beam to capture all the surviving men. You must destroy the leader to get the men back. They don't explode without a considerable amount of firepower and even two or three strata bombs might not finish them off completely. They spit out clouds of bombs and fireballs and a few bonuses and powerups, which you must collect because you might not survive the rest of the level without them.

PLANET GUARDIANS

TERRORDACTYL, LOCUST, MECHANICAL SPIDER, INSECTIPEDE, PHOENIX.

After the tenth attack wave on each moon, the only alien left to fight is the Planet Guardian. They each have a certain method of moving and various anti social habits for attacking you, but the one thing you must remember is that they all have one weak spot which needs repeated strikes by your remaining weapons in order to finish them off for good. If you triumph over them you will enter the warp stage through space to the next moon on your way to Jupiter for the final battle.

8 SCORING

Men dropped off on the Dropzone during a wave	100-500
Men surviving the whole level	100-500
Android shot whilst being lowered by planter	50
Android shot whilst falling to surface	500
Planters	100
Nemesites	200
Anti-matter orbs	100
Both Blunder storms type	150
Spores	150
Trailers	100
Nmeyes	100
Clusters	200
Spikes	50
Darts	10
Weaver elements	10
Pulse Bombs	250
All Leader enemies struck per hit	5
All Planet guardians struck per hit	5
Posthumous loss of life award	50

Original game concept
Archer Maclean

Super NES version Design
Archer Maclean, Jon Williams, Hugh Binns, Tim Rogers

Programming
Jon Williams, Tim Rogers

Graphics, Animation and Backdrops
Pete Lyon, Richard Browne, Steve Bedser, Colin Garratt, Adrian Mannion, Hugh Binns

Sound Fx and Music
Neil Baldwin

Game testing for Psygnosis
Gary Nichols, Paul Everson

Producers
Richard Browne, Tony Parkes

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Columbia Tristar Home Video UK
Fourth Floor
Horatio House
77-85 Fulham Palace Road
London W6 8JA

Columbia Tristar Home Video
Marshalsea Court
20/23 Merchants Quay
Dublin 8

Sony Music Australia Limited
11-19 Hargrave Street
East Sydney, NSW 2010

Sony Music (Australia) Hotline:
0055 33153*
*** 25c buys 21.4 secs.Get parents OK to call.**

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